

The CAVE and Beyond:VR in Museums and Galleries

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Immersive VR for Interactive Fiction

VR creates preconditions for
user
as protagonist

Graphics from user's POV

Tracking & interactive
devices

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Intimate Immersive VR for Interactive Fiction

User alone in/with the system

Other characters are her peers

The Thing Growing

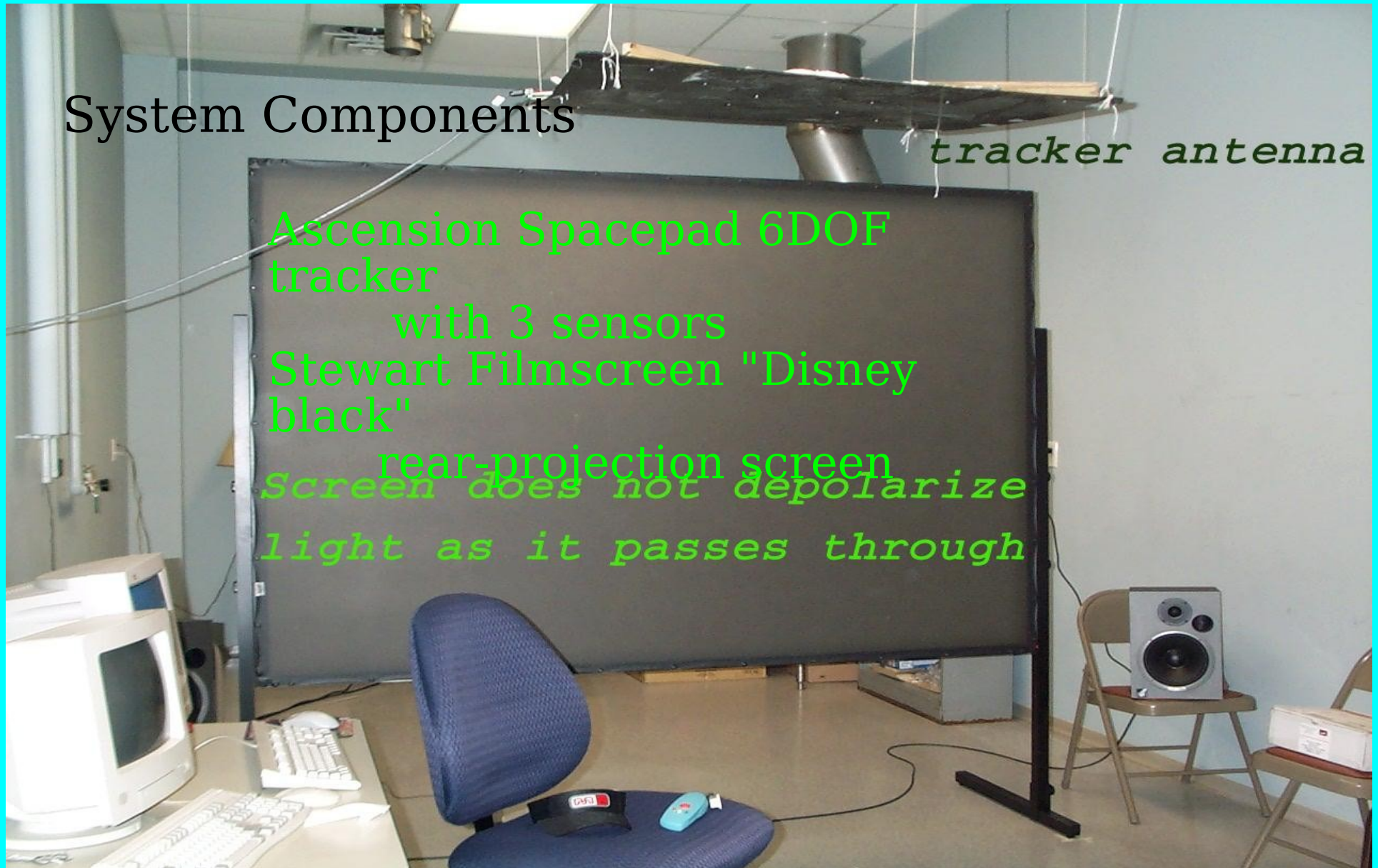
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System Components

Penguin Computing dual-processor Li
Matrox G450 dual-head graphics card
2 Sharp LCD projectors



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System Components

Circularly-polarized filters and glasses (American
Polarizer &
Fakespace)
Murray Consulting Wanda



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System Components



Hand me down Windows PC for tracking
Cheap visor from Target to attach head-tracker to

Total cost roughly \$20,000

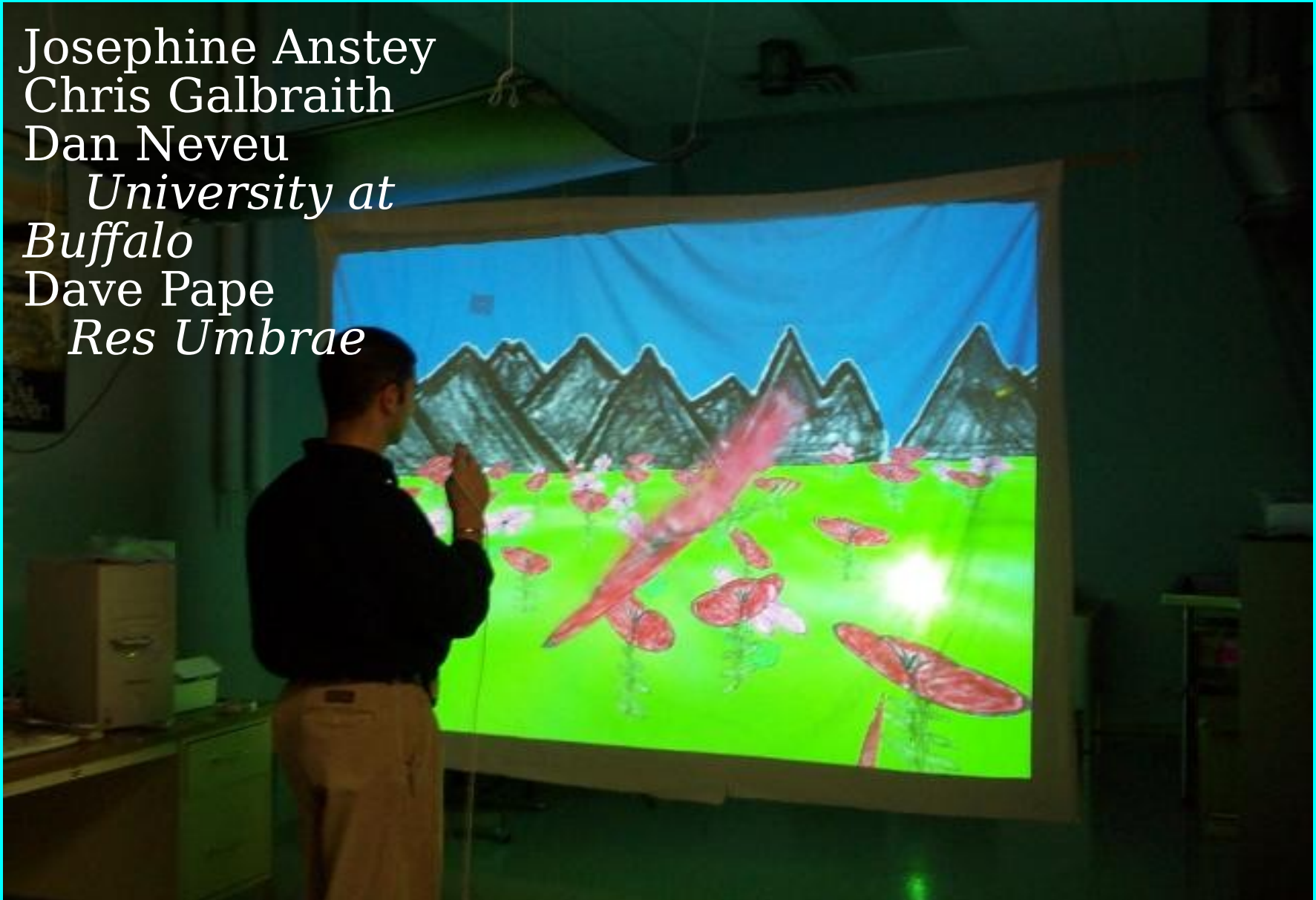
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